

NOTICES OF FINAL RULEMAKING

The Administrative Procedure Act requires the publication of the final rules of the state's agencies. Final rules are those which have appeared in the *Register* 1st as proposed rules and have been through the formal rulemaking process including approval by the Governor's Regulatory Review Council. The Secretary of State shall publish the notice along with the Preamble and the full text in the next available issue of the *Arizona Administrative Register* after the final rules have been submitted for filing and publication.

NOTICE OF FINAL RULEMAKING

TITLE 9. HEALTH SERVICES

CHAPTER 8. DEPARTMENT OF HEALTH SERVICES FOOD, RECREATIONAL, AND INSTITUTIONAL SANITATION

PREAMBLE

- Sections Affected**

	Rulemaking Action
Article 14	Repeal
R9-8-1411	Repeal
R9-8-1412	Repeal
R9-8-1413	Repeal
- The specific authority for the rulemaking, including both the authorizing statute (general) and the statutes the rules are implementing (specific):**

Authorizing statutes: A.R.S. §§ 36-136(A)(7) and 36-136(F)
Implementing statute: A.R.S. § 36-104(1)(b)(i)
- The effective date of the rules:**

April 10, 1997
- A list of all previous notices appearing in the Register addressing the final rules:**

Notice of Rulemaking Docket Opening:
2 A.A.R. 4360, October 25, 1996

Notice of Proposed Rulemaking:
2 A.A.R. 4392, November 1, 1996
- The name and address of agency personnel with whom persons may communicate regarding the rulemaking:**

Name: Richard Cox, Rules Specialist

Address: Department of Health Services
Food Safety and Environmental Services
3815 North Black Canyon Highway
Phoenix, Arizona 85015

Telephone: (602) 230-5908

Fax: (602) 230-5817
- An explanation of the rules, including the agency's reasons for initiating the rules:**

The rules being repealed in 9 A.A.C. 8, Article 14, entitled Objectionable Facilities and Animals, contain provisions for the keeping of animals, handling of animal manure, protection of groundwater and aquifers, and reduction of Trichinosis in swine. The current rules, adopted in 1976, have undergone no revision since that time and are obsolete.

R9-8-1411(A) prohibits keeping or sheltering animals in any way that is a nuisance. The Director does not have statutory authority to investigate all nuisances. In order to be investigated by the Director, a nuisance is required to have the following characteristics:

 - The nuisance must be of a public nature, affecting a considerable number of persons;
 - The nuisance must conform to the statutory authority given the Department which relates to a specific public health danger. A.R.S. § 36-601 provides a list of nuisances that are declared public health nuisances.

The Director does not have the statutory authority to abate a private health nuisance or environmental nuisance on private land. In contrast, a city or county board of health, or a county health department, may enter upon private land to abate a private nuisance pursuant to A.R.S. §§ 36-602 and 36-603; and a city or county board of health, or county health or county environmental department, may enter upon private land to examine, destroy, remove, or prevent an environmental nuisance pursuant to A.R.S. § 49-

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144. Furthermore, A.R.S. § 49-143 grants authority to a city or county board of health, county health or county environmental department, or the Department of Environmental Quality (ADEQ) to abate an environmental nuisance on private property.

R9-8-1411(B) requires manure in populous districts to be kept in a covered watertight pit or chamber. Presumably, the intent of this rule is to prevent fly breeding in areas that may affect a significant number of persons, and prevent the leaching of nitrogen and bacteria into groundwater or aquifers. A.R.S. § 36-601(A)(1) declares any place or condition in a populous area that causes fly breeding a public nuisance, thus rendering a rule pertaining to fly breeding in a populous area unnecessary. The Department does not have a statutory authority over groundwater and aquifer protection. The ADEQ has statutory authority for aquifer protection pursuant to A.R.S. §§ 49-104(A)(11), 49-104(A)(13), and 49-203(A)(4). Furthermore, A.R.S. § 49-241 requires a general agricultural aquifer protection permit for agricultural operations that discharge pollutants.

R9-8-1411(C) prohibits the accumulation of manure in any place where it can prejudicially affect any source of drinking water. The Department does not have statutory authority over aquifer protection, surface water quality, or agricultural best practices. The ADEQ has statutory authority for agricultural best management practices pursuant to A.R.S. § 49-247. Furthermore, the ADEQ statutory authority, pursuant to A.R.S. § 49-141(8) declares the storage, collection, transportation, disposal, and reclamation of manure and other objectionable wastes in a manner other than provided and authorized by law and rule to be an environmental nuisance. The ADEQ currently has rules for general agricultural permits under 18 A.A.C. 9, Article 2, including rules for concentrated animal feeding operations in A.A.C. R18-9-203. The Department of Agriculture has rules pertaining to animal feeding operations in 3 A.A.C. 2.

R9-8-1412(A) prohibits a pigsty or piggery from being built or maintained on marshy ground or land subject overflow, or within 200 feet of any stream, canal, or other source of water supply, nor within 300 feet of an inhabited house or public meeting house on an adjoining property. The ADEQ has statutory authority over protection of aquifers and best agricultural practices pursuant to A.R.S. §§ 49-247 and 49-141(8). The location of pigsty or piggery relative to other structures is a zoning matter, ADHS does not have any statutory authority over such matters.

R9-8-1412(B) requires unconsumed garbage fed to pigs to be removed daily. The Department of Agriculture has statutory authority for the feeding of garbage to swine pursuant to A.R.S. §§ 3-2664 and 3-2667, and rules for feeding garbage to swine under A.A.C. R3-2-302.

R9-8-1412(C), R9-8-1412(D), and R9-8-1412(E) contain provisions for preventing the accumulation of garbage, preventing fly breeding, and preventing offensive odors. ADEQ has the statutory authority for the collection and disposal of refuse, including garbage, pursuant to A.R.S. § 49-141(8), that declares the storage, collection, transportation, disposal, and reclamation of manure and other objectionable wastes in a manner other than provided and authorized by law and rule to be an environmental nuisance, and rules for refuse collection, including garbage and manure storage and disposal, under 18 A.A.C. 8, Article 5.

R9-8-1413 requires an adequate water supply for the purpose of keeping slaughter houses, rendering works, bone boiling establishments, depositories for dead animals, garbage disposal works, piggeries, and other establishments handling organic matter, clean and sanitary. The Department of Agriculture has statutory authority over the sanitation of slaughter houses pursuant to A.R.S. § 3-2051 and has promulgated rules for sanitary conditions in slaughter houses under A.A.C. R3-2-204. A.R.S. §§ 36-601(A)(1) and (5) declare unsanitary conditions at the other listed types of establishments a public nuisance, and thus make this rule unnecessary.

Although extensive research has not been conducted concerning local ordinances and codes, local jurisdictions may have adopted various ordinances and codes that contain provisions for the keeping of animals, especially pet pigs, that conflict with the rules in Article 14.

7. **A showing of good cause why the rule is necessary to promote a statewide interest if the rule will diminish a previous grant authority of a political subdivision of this state:**
Not applicable.
8. **The summary of the economic, small business, and consumer impact:**
There will be no additional cost for small businesses and consumers. Agencies involved in the rules certification process will incur minimal administrative cost.
9. **A description of the changes between the proposed rules, including supplemental notices and final rules (if applicable):**
No changes have been made in the text of the rules as proposed.
10. **A summary of the principal comments and the agency responses to them:**
No comments were received.
11. **Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:**
None.
12. **Incorporation by reference and their location in the rules:**
None.
13. **Was this rule previously adopted as an emergency rule? If so, please indicate the Register citation.**
No.

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14. The full text of the rule follows:

TITLE 9. HEALTH SERVICES

CHAPTER 8. DEPARTMENT OF HEALTH SERVICES
FOOD, RECREATIONAL, AND INSTITUTIONAL SANITATION

ARTICLE 14. OBJECTIONABLE FACILITIES AND ANIMALS

Section

- R9-8-1411. ~~Keeping of Animals; General~~
R9-8-1412. ~~Piggeries~~
R9-8-1413. ~~Establishments Handling Objectionable Organic Matter~~

ARTICLE 14. OBJECTIONABLE FACILITIES AND ANIMALS

R9-8-1411. Keeping of Animals; General

- A. Any person, firm, or operating is prohibited from keeping or sheltering animals in such a manner that a condition resulting from same shall constitute a nuisance.
- B. In populous districts, stable manure must be kept in a covered watertight pit or chamber and shall be removed at least twice a week. Manure on farms or isolated premises other than dairy farms need not be so protected and removed unless ordered by the state or local health department.
- C. Manure shall not be allowed to accumulate in any place where it can prejudicially affect any source of drinking water.

R9-8-1412. Piggeries

- A. ~~No pigsty or piggery shall be built or maintained on marshy ground or land subject to overflow, nor within 200 feet of any stream, canal, or other source of water supply, nor within 300 feet of an inhabited house or public meeting house on an adjoining property.~~
- B. ~~When garbage is fed to all pigs, all unconsumed garbage shall be removed daily and disposed of by burial or incineration.~~
- C. ~~No organic material furnishing food for flies shall be allowed to accumulate on the premises.~~
- D. ~~All garbage shall be handled and fed upon platforms of concrete or other impervious material.~~
- E. ~~Unslaked lime, hypochlorite or lime, borax, or mineral oil shall be used daily in sufficient quantities to prevent offensive odors and the breeding of flies.~~

R9-8-1413. Establishments Handling Objectionable Organic Matter

~~All slaughterhouses, rendering works, bone boiling establishments, depositories for dead animals, garbage disposal works, piggeries, and similar establishments handling organic matter shall have an adequate water supply for the purpose of keeping the place clean and sanitary.~~

NOTICE OF FINAL RULEMAKING

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING

CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

PREAMBLE

- | 1. Sections Affected | Rulemaking Action |
|-----------------------------|--------------------------|
| R19-3-345 | Repeal |
| R19-3-346 | Repeal |
| R19-3-347 | Repeal |
| R19-3-348 | Repeal |
| R19-3-349 | Repeal |
| R19-3-351 | Repeal |
| R19-3-352 | Repeal |
| R19-3-353 | Repeal |
| R19-3-354 | Repeal |
| R19-3-355 | Repeal |
| R19-3-356 | Repeal |
| R19-3-357 | Repeal |
| R19-3-358 | Repeal |
| R19-3-359 | Repeal |
2. The specific authority for the rulemaking, including both the authorizing statute (general) and the statutes the rules are implementing (specific):
Authorizing statute: A.R.S. §§ 5-504(B)
Implementing statute: A.R.S. § 5-504(B)
3. The effective date of the rules:
April 18, 1997
4. A list of all previous notices appearing in the Register addressing the final rules:
Notice of Rulemaking Docket Opening:
2 A.A.R. 207, January 12, 1996

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Notice of Proposed Rulemaking:
2 A.A.R. 4778, November 29, 1996

5. **The name and address of agency personnel with whom persons may communicate regarding the rulemaking:**
Name: Jody Spicola, Executive Director
Address: Arizona State Lottery Commission
4740 East University
Phoenix, Arizona 85034
Telephone: (602) 921-4400
6. **An explanation of the rules, including the agency's reasons for initiating the rules:**
These rules describe the location of play symbols, the ticket number, the validation code, the prize denominations and the method of selecting a winning ticket to instant games that have expired. The repeal process will keep the Arizona Lottery's instant games.
7. **A showing of good cause why the rule is necessary to promote a statewide interest if the rule will diminish a previous grant authority of a political subdivision of this state:**
Not applicable.
8. **The summary of the economic, small business, and consumer impact:**
These instant games have expired and have been replaced with new instant games.
9. **A description of the changes between the proposed rules, including supplemental notices and final rules (if applicable):**
None.
10. **A summary of the principal comments and the agency responses to them:**
No comments were received by the agency.
11. **Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:**
Not applicable.
12. **Incorporation by reference and their location in the rules:**
None.
13. **Was this rule previously adopted as an emergency rule? If so, please indicate the Register citation.**
No.
14. **The full text of the rule follows:**

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING

CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

ARTICLE 3. INSTANT LOTTERY GAMES

Section

- R19-3-345. "Royal Flush"
- R19-3-346. "Sizzlin' Slots"
- R19-3-347. "Double Dice"
- R19-3-348. "Wild Thing"
- R19-3-349. "High 5"
- R19-3-351. "3's for the Dough"
- R19-3-352. "EZ Money"
- R19-3-353. "Magic Money"
- R19-3-354. "Coyote Cash"
- R19-3-355. "Treasure Hunt"
- R19-3-356. "Blackjack II"
- R19-3-357. "Hot 7's"
- R19-3-358. "Holiday Cash"
- R19-3-359. "Hoop De Doe"

ARTICLE 3. INSTANT LOTTERY GAMES

R19-3-345. "Royal Flush"

A. Two sets of five play symbols, which are contiguous to each other in two rows, appear under the latex in the play area located on the right side of the front of the ticket and are one of the following: "4", "5", "6", "7", "8", "9", "10", "J", "Q", "K", or "A" with confirming captions.

B. A pack ticket number beginning with 500001 is located below the play area in the lower right portion on the front of the ticket and in the lower center portion on the back of the ticket.

C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
J	JAC
Q	QUE
K	KNG
A	ACE

D. The retailer validation code verifies instant winners of a ticket, \$2, \$5, \$10, or \$20. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
TWO	=	\$2
FIV	=	\$5
TEN	=	\$10
TWY	=	\$20

E. A prize winner in the "ROYAL FLUSH" instant game is determined by removing the latex from the play area on the front of

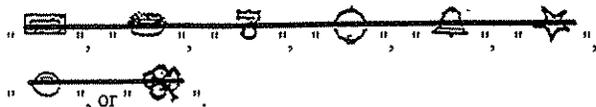
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the ticket to determine the ten play symbols. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner has two like play symbols, in either five-symbol hand, he or she wins prize showing in matrix on bottom of ticket. If the ticket owner has a "10", "J", "Q", "K", and "A" play symbols in either five-symbol hand, he or she wins prize showing in matrix on bottom of ticket. The prizes are as follows:

- MATCH Two SEVEN's = Ticket
- MATCH Two EIGHT's = \$2 (two dollars)
- MATCH Two NINE's = \$5 (five dollars)
- MATCH Two TEN's = \$10 (ten dollars)
- MATCH Two J's = \$20 (twenty dollars)
- MATCH Two Q's = \$40 (forty dollars)
- MATCH Two K's = \$100 (one hundred dollars)
- MATCH One A, K, Q, J and 10 = \$1,000 (one thousand dollars)

R19-3-346. "Sizzlin' Slots"

A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right half of the front of the ticket and are one of the following:



B. A pack ticket number beginning with 600001 is located in the lower left portion on the front of the ticket and in the lower center portion on the back of the ticket.

C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
	BAR
	GOLD
	SEVN
	ORNG
	BELL
	STAR
	PLUM
	CHER

D. The retailer validation code verifies instant winners of a TICKET, \$2, \$5, \$10, or \$20. The retailer validation code which corresponds with and verifies each of these winners is as follows:

- TIC = TICKET
- TWO = \$2
- FIV = \$5
- TEN = \$10
- TWY = \$20

E. A prize winner in the "SIZZLIN' SLOTS" instant game is determined by removing the latex from the play area on the front of the ticket to determine the three play symbols identified as Row 1, Row 2, and Row 3. Neither the retailer validation code (or any portion thereof), the pack ticket number (or

any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols in Row 1, Row 2, or Row 3, he or she wins amount in the prize matrix. The prizes are as follows:

- Match 3 CHERRIES = FREE TICKET
- Match 3 PLUMS = \$2 (two dollars)
- Match 3 STARS = \$5 (five dollars)
- Match 3 BELLS = \$10 (ten dollars)
- Match 3 ORANGES = \$20 (twenty dollars)
- Match 3 7's = \$50 (fifty dollars)
- Match 3 Jackpots = \$500 (five hundred dollars)
- Match 3 Bars = \$1000 (one thousand dollars)

R19-3-347. "Double Dice"

- A. In the play area located on the right half of the ticket, one play symbol, with the legend YOUR NUMBER printed above, appears alone in the upper left and is one of the following: "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", or "12" with confirming captions.
- B. Five play symbols, contiguous to one another in a circle, appear to the right and below YOUR NUMBER play symbol and are one of the following: "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", or "12" with confirming captions.
- C. A pack ticket number beginning with 700001 is located on the front of the ticket directly under the play area and in the lower center portion on the back of the ticket.
- D. YOUR NUMBER play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
11	ELV
12	TLV

E. HOUSE NUMBERS play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN
11	ELV
12	TLV

F. The prize symbol appears under the rub-off spot to the right of and below the five HOUSE NUMBERS play symbols on the front of the ticket and is one of the following: "\$1.⁰⁰", "\$2.⁰⁰", "\$5.⁰⁰", "\$10.⁰⁰", or "\$1000" with confirming captions. The caption "PRIZE" appears above the prize symbol.

G. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, and \$20. The retailer validation code which corresponds with and verifies each of these winners is as follows:

- ONE = \$1
- TWO = \$2
- FIV = \$5
- TEN = \$10

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TWY = \$20

H. A prize winner in the "DOUBLE DICE" instant game is determined by removing the latex from the one "YOUR NUMBER" spot, five "HOUSE NUMBERS" spots and the "PRIZE" spot on the front of the ticket. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If "YOUR NUMBER" play symbol matches any of the "HOUSE NUMBERS" play symbols, the player wins the prize in the PRIZE spot; if "YOUR NUMBER" play symbol matches two of the "HOUSE NUMBERS" play symbols, the player wins twice the amount of the "PRIZE SPOT". The prizes are as follows:

\$1. ⁰⁰	= \$1 (one dollar)
\$1. ⁰⁰ + \$1. ⁰⁰	= \$2 (two dollars)
\$2. ⁰⁰	= \$2 (two dollars)
\$5. ⁰⁰	= \$5 (five dollars)
\$5. ⁰⁰ + \$5. ⁰⁰	= \$10 (ten dollars)
\$10. ⁰⁰	= \$10 (ten dollars)
\$10. ⁰⁰ + \$10. ⁰⁰	= \$20 (twenty dollars)
\$1,000	= \$1000 (one thousand dollars)
\$1,000 + \$1,000	= \$2000 (two thousand dollars)

R19-3-348. "Wild Thing"

A. Six play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side of the ticket and are one of the following: "WILD", "\$1.⁰⁰", "\$2.⁰⁰", "\$5.⁰⁰", "\$10.⁰⁰", or "\$5,000" with confirming captions.

B. A pack ticket number is located on the lower right portion of the ticket directly under the play area and begins with 800001.

C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
WILD	DOUBLE
\$1. ⁰⁰	ONE DOL
\$2. ⁰⁰	TWO DOL
\$5. ⁰⁰	FIVE DOL
\$10. ⁰⁰	TEN DOL
\$5,000	FIVE THOU

D. The retailer validation code verifies instant winners of a \$1, \$2, \$4, \$5, and \$10. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	= \$1
TWO	= \$2
FOR	= \$4
FIV	= \$5
TEN	= \$10

E. A prize winner in the "WILD THING" instant game is determined by removing the latex from the front of the ticket to determine the six play symbols. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner has any three like play symbols or any two like play symbols and "WILD", he or she wins the corresponding amount in the prize matrix. The prizes are as follows:

Three \$1. ⁰⁰ 's	= \$1 (one dollar)
Two \$1. ⁰⁰ 's + "WILD"	= \$2 (two dollars)
Three \$2. ⁰⁰ 's	= \$2 (two dollars)
Two \$2. ⁰⁰ 's + "WILD"	= \$4 (four dollars)
Three \$5. ⁰⁰ 's	= \$5 (five dollars)
Two \$5. ⁰⁰ 's + "WILD"	= \$10 (ten dollars)
Three \$10. ⁰⁰ 's	= \$10 (ten dollars)
Three \$5,000's	= \$5,000 (five thousand dollars)

Two \$5,000's + "WILD" = \$10,000 (ten thousand dollars)

R19-3-349. "High 5"

A. Five play symbols, which are contiguous to each other, appear under the latex in the play area located on the lower front of the ticket with "YOUR NUMBERS" printed above and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions. One winning number symbol appears on the lower left front of the ticket with "WINNING #" printed above and is one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions.

B. A pack ticket number beginning with 900001 is located in the lower portion centered directly under the play area on the front of the ticket and on the lower right side on the back of the ticket.

C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN

D. Winning number symbol captions correspond with and verify each of the winning number symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN

E. Prize symbol captions correspond with and verify each of the play symbols as follows:

Prize Symbol	Caption
FREE	TICKET
\$2. ⁰⁰	TWO DOL
\$5. ⁰⁰	FIVE DOL
\$10. ⁰⁰	TEN DOL
\$50. ⁰⁰	FIV DOL
\$500	FIV HUND
\$5,000	FIVE THOU

F. The retailer validation code verifies instant winners of a TICKET, \$4.⁰⁰, \$5.⁰⁰, \$8.⁰⁰, \$10.⁰⁰, \$15.⁰⁰, \$20.⁰⁰, or \$25.⁰⁰. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	= FREE TICKET
FOR	= \$4
FIV	= \$5
EGT	= \$8
TEN	= \$10
FTN	= \$15
TWY	= \$20
TWF	= \$25

G. A prize winner in the "HIGH 5" instant game is determined by removing the latex from the play area on the front of the ticket to determine the five play symbols and the winning number

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symbol. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner's "YOUR NUMBER" symbol matches the "WINNING NUMBER" symbol, he or she wins the prize directly under the play symbol. There may be five winning matches on a ticket. The prizes are as follows:

FREE	= FREE TICKET or
\$2. ⁰⁰ x 2	= \$4 (four dollars) or
\$5. ⁰⁰	= \$5 (five dollars) or
\$2. ⁰⁰ x 4	= \$8 (eight dollars) or
\$2. ⁰⁰ x 5	= \$10 (ten dollars) or
\$5. ⁰⁰ x 2	= \$10 (ten dollars) or
\$10. ⁰⁰	= \$10 (ten dollars) or
\$5. ⁰⁰ x 3	= \$15 (fifteen dollars) or
\$5. ⁰⁰ x 4	= \$20 (twenty dollars) or
\$5. ⁰⁰ x 5	= \$25 (twenty five dollars) or
\$50. ⁰⁰	= \$50 (fifty dollars) or
\$50. ⁰⁰ x 2	= \$100 (one hundred dollars) or
\$50. ⁰⁰ x 5	= \$250 (two hundred fifty dollars) or
\$500	= \$500 (five hundred dollars) or
\$5,000	= \$5,000 (five thousand dollars) or
\$5,000 x 5	= \$25,000 (twenty five thousand dollars)

R19-3-351. "3's for the Dough"

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions.
- B. A pack ticket number beginning with 000001 is located in the lower right portion directly under the play area on the front of the ticket and in the lower center portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN

- D. The retailer validation code verifies instant winners of a FREE TICKET, \$3, \$13, \$23, and \$33. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
THR	=	\$3
THN	=	\$13
TWT	=	\$23
TRR	=	\$33

- E. A prize winner in the "3's FOR THE DOUGH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner has three "3" play symbols in any one row, column, or diagonal, he or she wins the prize indicated. A player may win only one time on a ticket. The prizes are as follows:

Right Column = FREE TICKET or

Center Column	= \$3 (three dollars) or
Left Column	= \$13 (thirteen dollars) or
Top Row	= \$23 (twenty three dollars) or
Center Row	= \$33 (thirty three dollars) or
Bottom Row	= \$333 (three hundred thirty three dollars) or
Either Diagonal	= \$3333 (three thousand three hundred and thirty three dollars)

R19-3-352. "E-Z Money"

- A. In the latex play area located on the right side of the ticket, one play symbol appears alone on the right with BANK COIN printed above and is one of the following: "1¢", "5¢", "10¢", "25¢", or "50¢" with confirming captions. Three play symbols contiguous to one another in one row directly under the BANK COIN play symbol appear with YOUR COIN printed above and are one of the following: "1¢", "5¢", "10¢", "25¢", or "50¢" with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
01¢	PENNY
05¢	NICKEL
10¢	DIME
25¢	QUARTER
50¢	HALF

- B. Three prize symbols appear in one row directly under the play symbol captions with PRIZE printed above and are one of the following: "FREE", "\$1.⁰⁰", "\$2.⁰⁰", "\$5.⁰⁰", "\$10.⁰⁰", or "\$500" with confirming captions.
- C. A pack ticket number beginning with 100001 is located on the lower right side directly under the play area on the front of the ticket and in the lower center portion on the back of the ticket.
- D. The retailer validation code verifies instant winners of a TICKET, \$2, \$3, \$4, \$5, \$10, \$20, or \$25. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	FREE TICKET
TWO	=	\$2
THR	=	\$3
FOR	=	\$4
FIV	=	\$5
TEN	=	\$10
TWY	=	\$20
TWF	=	\$25

- E. A prize winner in the "E-Z MONEY" instant game is determined by removing the latex from the play area on the front of the ticket to determine the one BANK COIN play symbol and the three YOUR COIN play symbols. Neither the retailer validation code (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If any of YOUR COIN play symbols matches the BANK COIN play symbol, the player wins the prize shown in the spot directly below that winning YOUR COIN play symbol. There may be three winning YOUR COIN play symbols on a ticket. The prizes are as follows:

FREE	=	TICKET
\$1. ⁰⁰ + \$1. ⁰⁰	=	\$2 (two dollars) or
\$1. ⁰⁰ + \$1. ⁰⁰ + \$1. ⁰⁰	=	\$3 (three dollars) or
\$2. ⁰⁰ + \$2. ⁰⁰	=	\$4 (four dollars) or
\$1. ⁰⁰ + \$2. ⁰⁰ + \$2. ⁰⁰	=	\$5 (five dollars) or
\$10. ⁰⁰	=	\$10 (ten dollars) or
\$10. ⁰⁰ + \$10. ⁰⁰	=	\$20 (twenty dollars) or
\$5. ⁰⁰ + \$10. ⁰⁰ + \$10. ⁰⁰	=	\$25 (twenty five dollars) or
\$500	=	\$500 (five hundred dollars) or
\$500 + \$500	=	\$1000 (one thousand dollars)

or

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$\$500 + \$500 + \$500 = \$1,500$ (fifteen hundred dollars)

$\$1000 + \$1000 = \$2000$ (two thousand dollars)
 $\$1000 + \$1000 + \$1000 = \$3,000$ (three thousand dollars)

R19-3-353. "Magic Money"

A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with MAGIC NUMBER printed above and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions. Three play symbols appear in a vertical row with YOUR NUMBER printed above and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN

B. Three prize symbols appear in a vertical row with PRIZE printed above and are one of the following: "FREE", "\$1.⁰⁰", "\$2.⁰⁰", "\$5.⁰⁰", or "\$1000" with confirming captions.

C. A pack-ticket number beginning with 200001 is located on the lower right side directly under the play area on the front of the ticket and in the lower center portion on the back of the ticket.

D. The retailer validation code verifies instant winners of a TICKET, \$2, \$3, \$5, \$8, \$9, \$10, or \$15. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
TWO	=	\$2
THR	=	\$3
FIV	=	\$5
EGT	=	\$8
NIN	=	\$9
TEN	=	\$10
FTN	=	\$15

E. A prize winner in the "MAGIC MONEY" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as Game One, the two play symbols and prize symbol identified as Game Two, and the two play symbols and prize symbol identified as Game Three. Neither the retailer validation code (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket holder's YOUR NUMBER beats the MAGIC NUMBER in either Game One or Game Two or Game Three, he or she wins the prize shown for that game. There may be three winning games on a ticket. The prizes are as follows:

FREE	=	TICKET
$\$1.00 + \1.00	=	\$2 (two dollars)
$\$2.00$	=	\$2 (two dollars)
$\$1.00 + \$1.00 + \$1.00$	=	\$3 (three dollars)
$\$1.00 + \2.00	=	\$3 (three dollars)
$\$5.00$	=	\$5 (five dollars)
$\$1.00 + \$2.00 + \$2.00$	=	\$5 (five dollars)
$\$1.00 + \$2.00 + \$5.00$	=	\$8 (eight dollars)
$\$2.00 + \$2.00 + \$5.00$	=	\$9 (nine dollars)
$\$5.00 + \5.00	=	\$10 (ten dollars)
$\$5.00 + \$5.00 + \$5.00$	=	\$15 (fifteen dollars)
\$1000	=	\$1000 (one thousand dollars)

R19-3-354. "Coyote Cash"

A. Six play symbols, which are contiguous to each other, appear under the latex in the play area located on the right side of the ticket are one of the following: "FREE", "\$1.⁰⁰", "\$2.⁰⁰", "\$5.⁰⁰", "\$10.⁰⁰", "\$20.⁰⁰", or "\$10,000" with confirming captions.

B. A pack-ticket number beginning with 300001 is located on the lower right side directly under the play area on the front of the ticket and in the lower center portion on the back of the ticket.

C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
FREE	TICKET
$\$1.00$	ONE DOL
$\$2.00$	TWO DOL
$\$5.00$	FIV DOL
$\$10.00$	TEN DOL
$\$20.00$	TWTY DOL
\$10,000	TEN THOU

D. The retailer validation code verifies instant winners of a "TICKET", \$1, \$2, \$5, \$10, or \$20. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
ONE	=	\$1
TWO	=	\$2
FIV	=	\$5
TEN	=	\$10
TWY	=	\$20

E. A prize winner in the "COYOTE CASH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the six play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches any three like play symbols, he or she wins that prize. The prizes are as follows:

Three FREE's	FREE TICKET or
Three $\$1.00$	\$1 (one dollar) or
Three $\$2.00$	\$2 (two dollars) or
Three $\$5.00$	\$5 (five dollars) or
Three $\$10.00$	\$10 (ten dollars) or
Three $\$20.00$	\$20 (twenty dollars) or
Three \$10,000	\$10,000 (ten thousand dollars)

R19-3-355. "Treasure Hunt"

A. Four play symbols, which are contiguous to each other, appear under the latex in the play area located on the lower front of the ticket with "YOUR TREASURE" printed above and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions. One winning number symbol appears on the upper right front of the ticket with "KEY" printed above and is one of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", or "10" with confirming captions.

B. A pack-ticket number beginning with 400001 is located in the lower portion centered directly under the play area on the front of the ticket and in the lower center portion on the back of the ticket.

C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
1	ONE

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2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN

$\$25.00 \times 3$	=	\$75 (seventy five dollars)
		or
$\$25.00 \times 4$	=	\$100 (one hundred dollars)
		or
$\$1,000 \times 4$	=	\$4,000 (four thousand dollars).

D. Winning number symbol captions correspond with and verify each of the winning number symbols as follows:

KEY Winning # Symbol	Caption
1	ONE
2	TWO
3	THR
4	FOR
5	FIV
6	SIX
7	SVN
8	EGT
9	NIN
10	TEN

E. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
FREE	TICKET
$\$1.00$	ONE DOL
$\$2.00$	TWO DOL
$\$4.00$	FOUR DOL
$\$8.00$	EGT DOL
$\$25.00$	TWTY FIVE
$\$1,000$	ONE THOU

F. The retailer validation code verifies instant winners of a TICKET, $\$2.00$, $\$3.00$, $\$4.00$, $\$8.00$, $\$10.00$, or $\$16.00$. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	FREE TICKET
TWO	=	\$2
THR	=	\$3
FOR	=	\$4
EGT	=	\$8
TEN	=	\$10
SXT	=	\$16

G. A prize winner in the "TREASURE HUNT" instant game is determined by removing the latex from the play area on the front of the ticket to determine the four play symbols and the winning number symbol. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner's "YOUR TREASURE" symbol matches the "KEY" winning number symbol, he or she wins the prize directly under the play symbol. There may be four winning matches on a ticket. The prizes are as follows:

FREE	=	FREE TICKET or
$\$2.00$	=	\$2 (two dollars) or
$\$1.00 \times 2$	=	\$2 (two dollars) or
$\$1.00 \times 3$	=	\$3 (three dollars) or
$\$1.00 \times 4$	=	\$4 (four dollars) or
$\$2.00 \times 4$	=	\$8 (eight dollars) or
$\$8.00$	=	\$8 (eight dollars) or
$\$4.00 \times 2 + \1.00×2	=	\$10 (ten dollars) or
$\$4.00 \times 4$	=	\$16 (sixteen dollars) or
$\$8.00 + \4.00×2	=	\$16 (sixteen dollars) or
$\$25.00$	=	\$2 (twenty five dollars) or
$\$25.00 \times 2$	=	\$50 (fifty dollars) or

R19-3-356. "Blackjack II"

A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with YOUR HAND printed above and are one of the following: "12", "13", "14", "15", "16", "17", "18", "19", "20", or "21" with confirming captions. Three play symbols appear in a vertical row with DEALER'S HAND printed above and are one of the following: "12", "13", "14", "15", "16", "17", "18", "19", or "20", with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
12	TWLV
13	THRT
14	FRTN
15	FFTN
16	SXTN
17	SVTN
18	EGTN
19	NINT
20	TWTY
21	TWON

B. Three prize symbols appear in a vertical row with PRIZE printed above and are one of the following: "FREE", " $\$1.00$ ", " $\$2.00$ ", " $\$5.00$ ", " $\$1,000$ ", or " $\$21,000$ " with confirming captions.

C. A pack ticket number is located on the lower right side of the front of the ticket and on the lower middle portion of the back of the ticket and begins with 500001.

D. The retailer validation code verifies instant winners of a TICKET, \$2, \$3, \$5, \$8, \$9, \$10, or \$15. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
TWO	=	\$2
THR	=	\$3
FIV	=	\$5
EGT	=	\$8
NIN	=	\$9
TEN	=	\$10
FTN	=	\$15

E. A prize winner in the "BLACKJACK II" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as HAND 1, the two play symbols and prize symbol identified as HAND 2, and the two play symbols and prize symbol identified as HAND 3. Neither the retailer validation code (or any portion thereof) nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the ticket holder's YOUR HAND beats DEALER'S HAND in either HAND 1, HAND 2, or HAND 3, he or she wins the prize shown for that game. There may be three winning hands on a ticket. The prizes are as follows:

FREE	=	TICKET
$\$1.00 + \1.00	=	\$2 (two dollars)
$\$2.00$	=	\$2 (two dollars)
$\$1.00 + \2.00	=	\$3 (three dollars)
$\$1.00 + \$1.00 + \$1.00$	=	\$3 (three dollars)
$\$5.00$	=	\$5 (five dollars)
$\$1.00 + \$2.00 + \$2.00$	=	\$5 (five dollars)

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\$1.⁰⁰ + \$2.⁰⁰ + \$5.⁰⁰ = \$8 (eight dollars)
 \$2.⁰⁰ + \$2.⁰⁰ + \$5.⁰⁰ = \$9 (nine dollars)
 \$5.⁰⁰ + \$5.⁰⁰ = \$10 (ten dollars)
 \$5.⁰⁰ + \$5.⁰⁰ + \$5.⁰⁰ = \$15 (fifteen dollars)
 \$1,000 = \$1,000 (one thousand dollars)
 \$5,000 = \$5,000 (five thousand dollars)
 \$21,000 = \$21,000 (twenty one thousand dollars)

R19-3-357. "Hot 7's"

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions.
- B. A pack ticket number beginning with 600001 is located in the lower center portion on the back of the ticket.
- C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
1	ONE
2	TWO
3	THREE
4	FOUR
5	FIVE
6	SIX
7	SEVEN
8	EIGHT
9	NINE

- D. The retailer validation code verifies instant winners of a FREE TICKET, \$2, \$7, and \$17. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC = TICKET
 TWO = \$2
 SVN = \$7
 SVT = \$17

- E. A prize winner in the "HOT 7's" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner has three "7" play symbols in any one row, column, or diagonal, he or she wins the prize indicated. A player may win only one time on a ticket. The prizes are as follows:

Right Column = FREE TICKET or
 Center Column = \$2 (two dollars) or
 Left Column = \$7 (seven dollars) or
 Top Row = \$17 (seventeen dollars) or
 Center Row = \$77 (seventy-seven dollars) or
 Bottom Row = \$777 (seven hundred seventy-seven dollars) or
 Either Diagonal = \$7777 (seven thousand seven hundred seventy-seven dollars)

R19-3-358. "Holiday Cash"

- A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "FREE", "\$2.⁰⁰", "\$5.⁰⁰", "\$10.⁰⁰", "\$15.⁰⁰", "\$20.⁰⁰", "\$25.⁰⁰", "\$100", or "\$500" with confirming captions.
- B. A pack ticket number beginning with 700001 is located in the lower center portion on the back of the ticket.

- C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
FREE	TICKET
\$2. ⁰⁰	TWO DOL
\$5. ⁰⁰	FIV DOL
\$10. ⁰⁰	TEN DOL
\$15. ⁰⁰	FTN DOL
\$20. ⁰⁰	TWY DOL
\$25. ⁰⁰	TWY FIV
\$100	ONE HUND
\$500	FIV HUND

- D. The retailer validation code verifies instant winners of a TICKET, \$2, \$5, \$10, \$15, \$20, or \$25. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC = TICKET
 TWO = \$2
 FIV = \$5
 TEN = \$10
 FTN = \$15
 TWY = \$20
 TWF = \$25

- E. A prize winner in the "HOLIDAY CASH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols, he or she wins that prize. The prizes are as follows:

Match 3 FREE = TICKET
 Match 3 \$2.⁰⁰ = \$2 (two dollars) or
 Match 3 \$5.⁰⁰ = \$5 (five dollars) or
 Match 3 \$10.⁰⁰ = \$10 (ten dollars) or
 Match 3 \$15.⁰⁰ = \$15 (fifteen dollars) or
 Match 3 \$20.⁰⁰ = \$20 (twenty dollars) or
 Match 3 \$25.⁰⁰ = \$25 (twenty five dollars) or
 Match 3 \$100 = \$100 (one hundred dollars) or
 Match 3 \$500 = \$500 (five hundred dollars).

R19-3-359. "Hoop-De-Do"

- A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with YOUR SCORE printed above and are one of the following: "82", "84", "86", "88", "90", "91", "93", "95", "97", or "99" with confirming captions. Three play symbols appear in a vertical row with THEIR SCORE printed above and are one of the following: "82", "84", "86", "88", "90", "91", "93", "95", "97", or "99" with confirming captions.

- B. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
82	ETY2
84	ETY4
86	ETY6
88	ETY8
90	NNTY
91	NNT1
93	NNT3
95	NNT5
97	NNT7
99	NNT9

- C. Three prize symbols appear in a vertical row with PRIZE printed above and are one of the following: "FREE", "\$1.⁰⁰", "\$2.⁰⁰", "\$5.⁰⁰", or "\$500" with confirming captions.

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D. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
FREE	TICKET
\$1. ⁰⁰	ONE DOL
\$2. ⁰⁰	TWO DOL
\$5. ⁰⁰	FIV DOL
\$500	FIV HUND

E. One prize symbol appears directly under the play area with BONUS BOX printed above and is one of the following: "SUNS T SHIRT" or "TRY AGAIN".

F. A pack ticket number beginning with 800001 is located in the lower center portion on the back of the ticket.

G. The retailer validation code verifies instant winners of a TICKET, \$2, \$3, \$5, \$8, \$9, \$10, or \$15. The retailer validation code which corresponds with and verifies each of these winners is as follows:

TIC	=	TICKET
TWO	=	\$2
THR	=	\$3
FIV	=	\$5
EGT	=	\$8
NIN	=	\$9
TEN	=	\$10
FTN	=	\$15

H. A prize winner in the "HOOP DE DOO" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as Game One, the two play symbols and prize symbol identified as Game Two, the two play symbols and prize symbol identified as Game Three, and one play symbol identi-

fied as BONUS BOX. Neither the retailer validation code (or any portion thereof) nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket holder's YOUR SCORE beats THEIR SCORE in either Game One or Game Two or Game Three, he or she wins the prize shown for that game. There may be three winning games on a ticket. If the ticket holder collects five tickets with "T SHIRT" play symbol in the BONUS BOX, he or she wins a special edition, officially licensed Suns T shirt. The prizes are as follows:

FREE	=	TICKET
\$1. ⁰⁰ + \$1. ⁰⁰	=	\$2 (two dollars) or
\$2. ⁰⁰	=	\$2 (two dollars) or
\$1. ⁰⁰ + \$2. ⁰⁰	=	\$3 (three dollars) or
\$1. ⁰⁰ + \$1. ⁰⁰ + \$1. ⁰⁰	=	\$3 (three dollars) or
\$5. ⁰⁰	=	\$5 (five dollars) or
\$1. ⁰⁰ + \$2. ⁰⁰ + \$2. ⁰⁰	=	\$5 (five dollars) or
\$1. ⁰⁰ + \$2. ⁰⁰ + \$5. ⁰⁰	=	\$8 (eight dollars) or
\$2. ⁰⁰ + \$2. ⁰⁰ + \$5. ⁰⁰	=	\$9 (nine dollars) or
\$5. ⁰⁰ + \$5. ⁰⁰	=	\$10 (ten dollars) or
\$5. ⁰⁰ + \$5. ⁰⁰ + \$5. ⁰⁰	=	\$15 (fifteen dollars) or
\$500	=	\$500 (five hundred dollars) or
\$500 + \$500	=	\$1,000 (one thousand dollars) or
\$500 + \$500 + \$500	=	\$1,500 (fifteen hundred dollars) or
5 tickets with "T SHIRT"	=	Suns T shirt in BONUS BOX